DANIEL BJANES
SOFTWARE ENGINEER

danielbjanes@gmail.com
717-537-5611
danielbjanes
danielbjanes

EDUCATION

Rochester Institute of Technology
Aug. 2018 to May 2022
Bachelors: Software Engineering

Minor: Economics

SKILLS

PROGRAMMING LANGUAGES: Typescript, ReactJs, GraphQL, PostgresSQL, Javascript, Elixir, Ruby, Python, C#, SQL
RELEVANT COURSEWORK: Data Structures, Algorithms, System Requirements of Architecture, Human Centered Requirements, Discrete Mathematics
DESIGN: ReactJs, HTML, CSS
TOOLS: NodeJs, Express, .Net Core, Git, Machine Learning, Functional Programming
LANGUAGES: English (Fluent), Norwegian (Proficient)

EMPLOYMENT

BLACKBAUD
Austin, Texas (Remote)
Software Engineer Intern
May 2021 to Aug. 2021

- Engineered data change logging system to allow our internal indexing system to only index updated records enormously improving efficiency.
- Redesigned and implemented functional programming functionality converting legacy object oriented built products.
- Collaborated with software architects and product managers to design and scope new engineering features and development approaches.
- Extended data logging and the reliability of user facing email messaging tools

EVERNOW
San Francisco, California
Software Engineer Intern
Jan. 2020 to Dec. 2020

-Engineered a scheduled message delivery system. This included SMS communication and email notifications, Using MJML as an email templating framework with Mailgun and Twilio API for the delivery mechanism.
-Designed and implemented an automated patient symptom tracker. Used a finite state machine in combination with Twilio for SMS messaging to predictably and reliability send patient check-ins.
-Created a system action scheduler. Standardized how the API could schedule and run tasks at a later time. Scheduler could adhere to specific variable time zone and hour preferences based on the task required.
-Worked alongside product owners to create weekly features and iterations of each of our products.

BLACKBAUD
Charleston, South Carolina
Full Stack Software Engineering Intern
May 2019 to Aug. 2019

- Engineered a new data conversion routine to map financial data from a legacy product to a newer cloud based financial tool. This conversion tool drove adoption of our customers to the new cloud software platform and saved clients tens thousands of dollars by allowing them to keep their old data. The product will earn several million dollars in revenue for the Financial Edge team.
- Worked closely with design teams and customers to design and construct an intuitive user experience.
- Produced in house developer tools to speed up the process of allowing code resure across multiple application services.

PROJECTS

FLAPPY BIRD USING NEURAL-EVOLUTION OF AUGMENTING TOPOLOGIES
- Converted a Neural Network library to support a genetic algorithm.
- Applied NEAT to Flappy bird allowing for over generations a perfect bot to be created.
- Used constantly evolving Neural Networks compared to each other to mutate and eventually solve the game.
- Created a Node.js server to host flappy bird.
- Supported by the P5.js library.

LUNAR LANDER GENETIC ALGORITHM
- Recreated the class arcade game Lunar Lander from 1979.
- Built a genetic algorithm library from scratch and applied it to the game.
- Implemented a generation visualizer to track successful clones and show their evolution.
- Created in Processing written in Java.